SR6 Ver.2

Manual

Version 1.0

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SR6 MP3 audio player Manual Version 1.0
Note: This SR6 will play any SR4 compact flash card.

FRONT VIEW:

Power switch:
Turn SR6 power ON/OFF. Boot time is approximately 10 seconds.

Compact Flash Card slot:
Compact Flash card slot, maximum size is 8 GB.

SD Card Slot:
SD Card Slot, maximum size is 8 GB.

Infra red sensor:
Sensor for hand held remote control.

Volume Knob:
Clockwise is volume up, counter clockwise is volume down.

Headphone Out:
Stereo, controlled by volume knob.

REAR VIEW:

Composite Video:
Connect into composite video out of your monitor. Output is always ON.
Output is automatically adjusted to NTSC or PAL.

VGA out:
Connect into the VGA input of a PC monitor. Output is always ON.
Output is 640 X 480.

STEREO out:
Stereo audio line out. Connect this into the audio in of the video monitor or external audio amplifier.

Digital Input:
SR6 digital input, to trigger short momentarily to ground.
IN1 … triggers statement 01xxxx in the playlist.txt.
Example: **01**0000=bird.mp3
If IN1 is triggered, bird.mp3 will play.
IN2 … is statement 02xxxx in the playlist.txt
IN4 … is statement 04xxxx in the playlist.txt
IN3 … (IN1+IN2) is statement 03xxxx in the playlist.txt
IN5 … (IN1+IN4) is statement 05xxxx in the playlist.txt
IN6 … (IN2+IN4) is statement 06xxxx in the playlist.txt
To expand output to 48, use IN6 input board.

Special IR function for SR6 digital input:
The SR6 digital input can be converted into special function such as Pause/Play, Next, Previous etc.
Please refer to page 8 of this manual for more info.

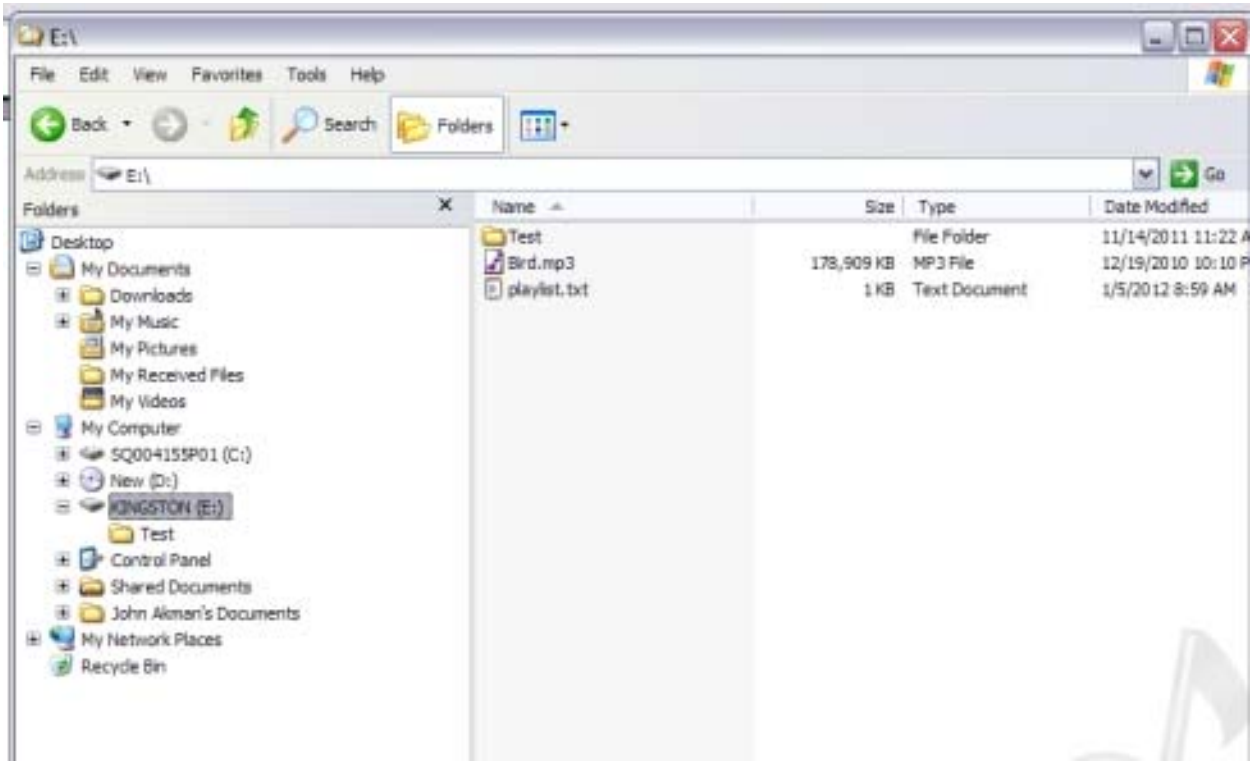
Speaker out:
14 Watt stereo speaker output on 4 screw on terminals. Connect this directly into a pair of 10-20watt speakers 8 (or 4) ohms.

Power input:
Connect the power supply (included with the unit) into this input. Input is 12VDC, 30 watt.

SR6 Compact Flash card and SD card flash drive:
Note: This SR6 is compatible and will play any SR4 compact flash card.

- **To loop file(s) automatically after powering up OR to play using push buttons the Compact Flash card requires at least 1 A/V File in the root (home directory, not in folder), playlist.txt and 1 File Folder.**
- **The SR6 will automatically loop A/V File (s) in the root after powering up. The files are sorted alphabetically.**
- **playlist.txt is a text file that contains the SR6 setup and instruction on how you want the input (push button) to play the files that are located inside the file folder(s).**
- **File folder(s) contains files that you want to play using the input (push buttons). These files will not play automatically, it will only play when an input (push button) is triggered.**

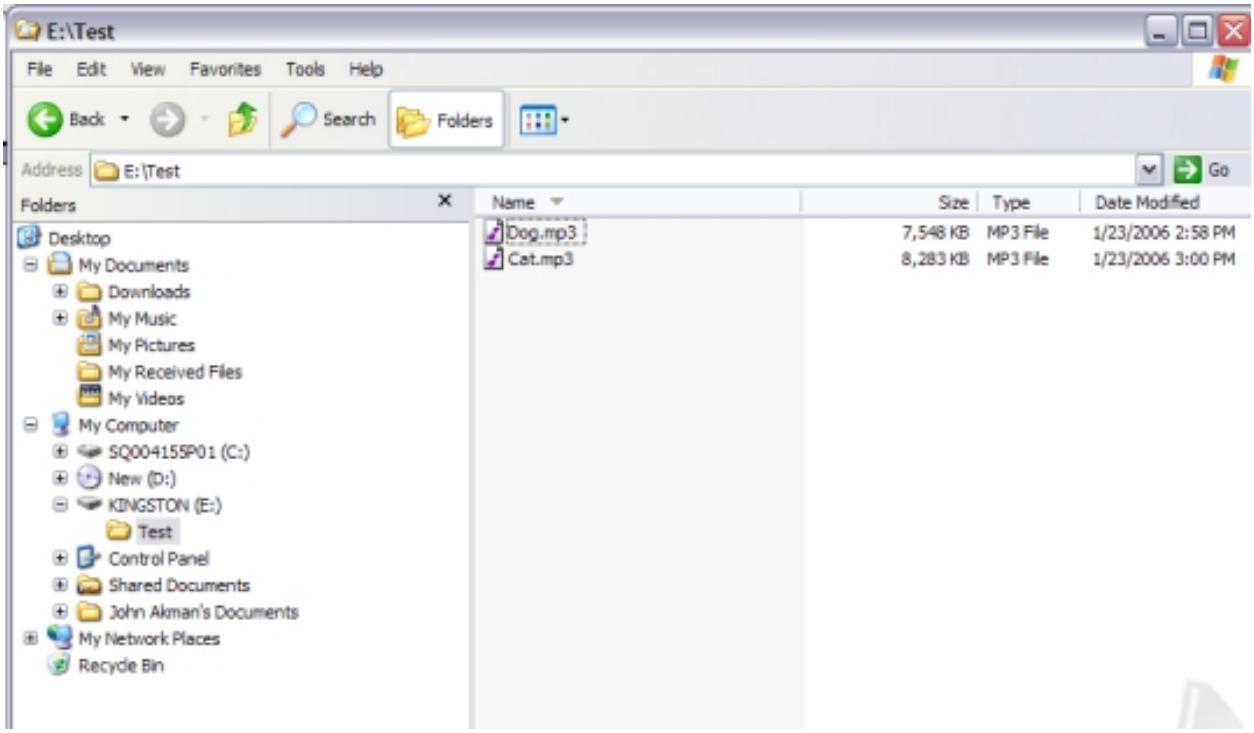
Here is a typical content of a CF card if you want to loop file(s) only:



E:\ (this is the CF card)
Bird.mp3 (this is the root directory)
playlist.txt (this is a text file, could be blank)
Test:\ (note: this is a File folder, could be empty)
TEST file folder is required but this folder can be empty.
The content of playlist.txt can be blank but must be present in the root directory.

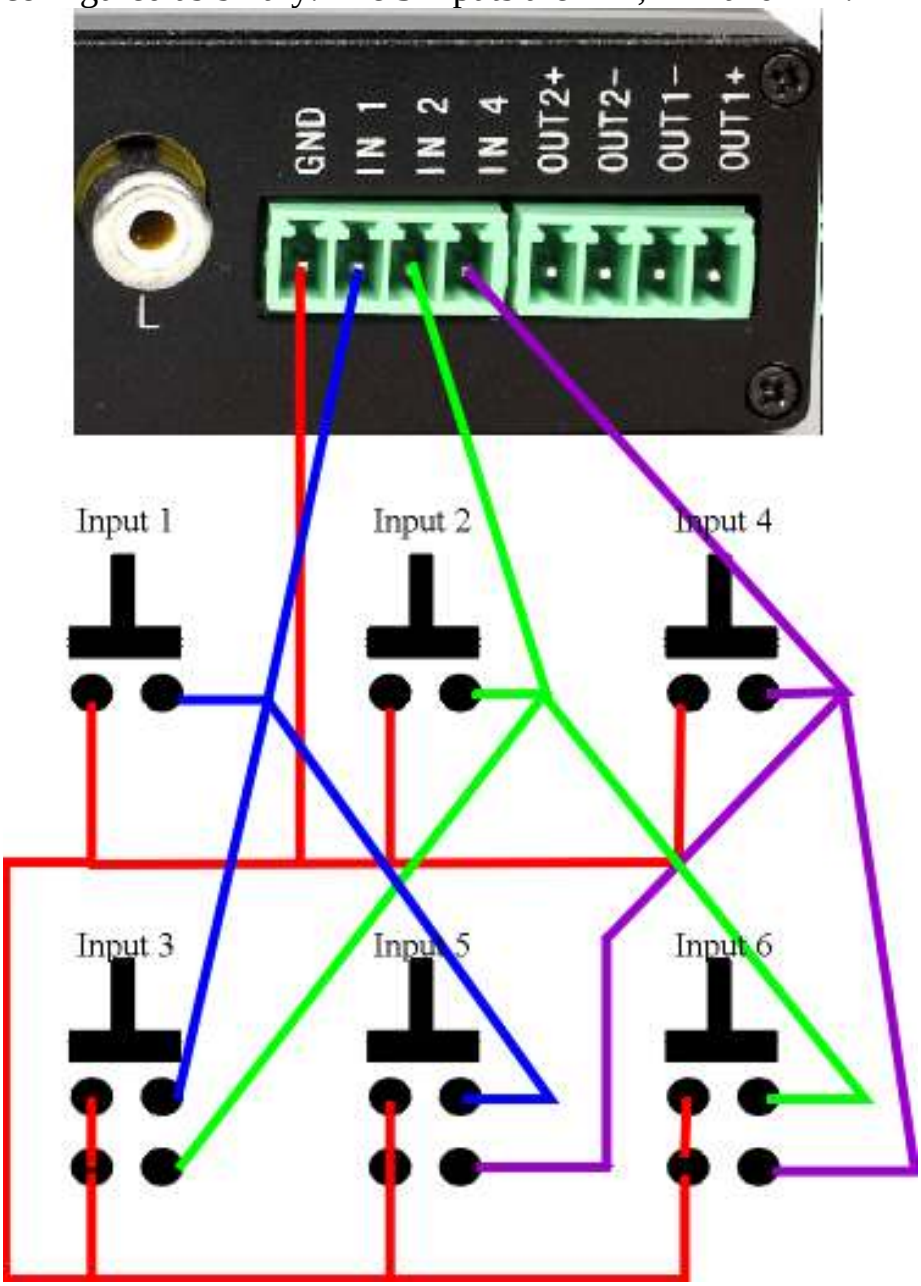
Explanation:
SR6 will sort and play the file alphabetically.
After powering up, Bird.mp3 (or any other audio files in the root) will automatically loop.

Here is a typical content of a Memory card if you want to play file(s) using push button(s):
F:
Bird.mp3 (file in the root directory needed for Inputs)
playlist.txt (this is a text file)
Test:\ (note: this is a File folder)
Dog.mp3 (this file will be played by a PB1)
Cat.mp3 (this file will be played by a PB2)
And here is the content of playlist.txt:
010000=Dog.mp3
020000=Cat.mp3

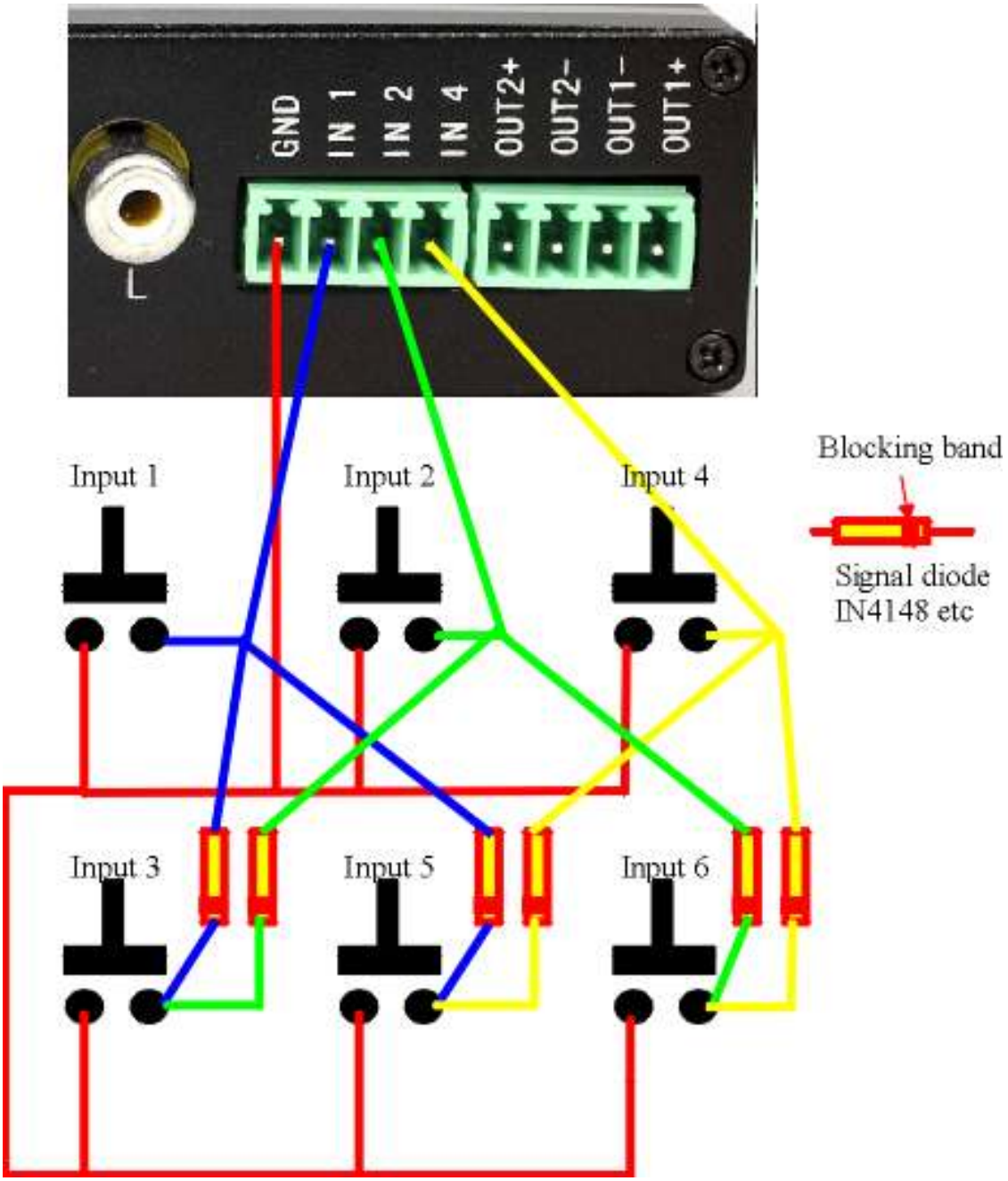


Explanation:
After powering up, the SR6 will automatically loop Bird.mp3.
If input 1 is triggered, Dog.mp3 will play because of this statement:
010000=Dog.mp3.
After playing Dog.mp3, it will return to root to play Bird.mp3.
If input 2 is triggered, Cat.mp3 will play because of this statement:
020000=Cat.mp3.
After playing Cat.mp3, it will return to root to play Bird.mp3.

SR6 INPUT using single and double pole push button:
The SR6 has **3 inputs that can be used to play audio/video file.** These inputs are configured as binary. The 3 inputs are IN1, IN2 and IN4.



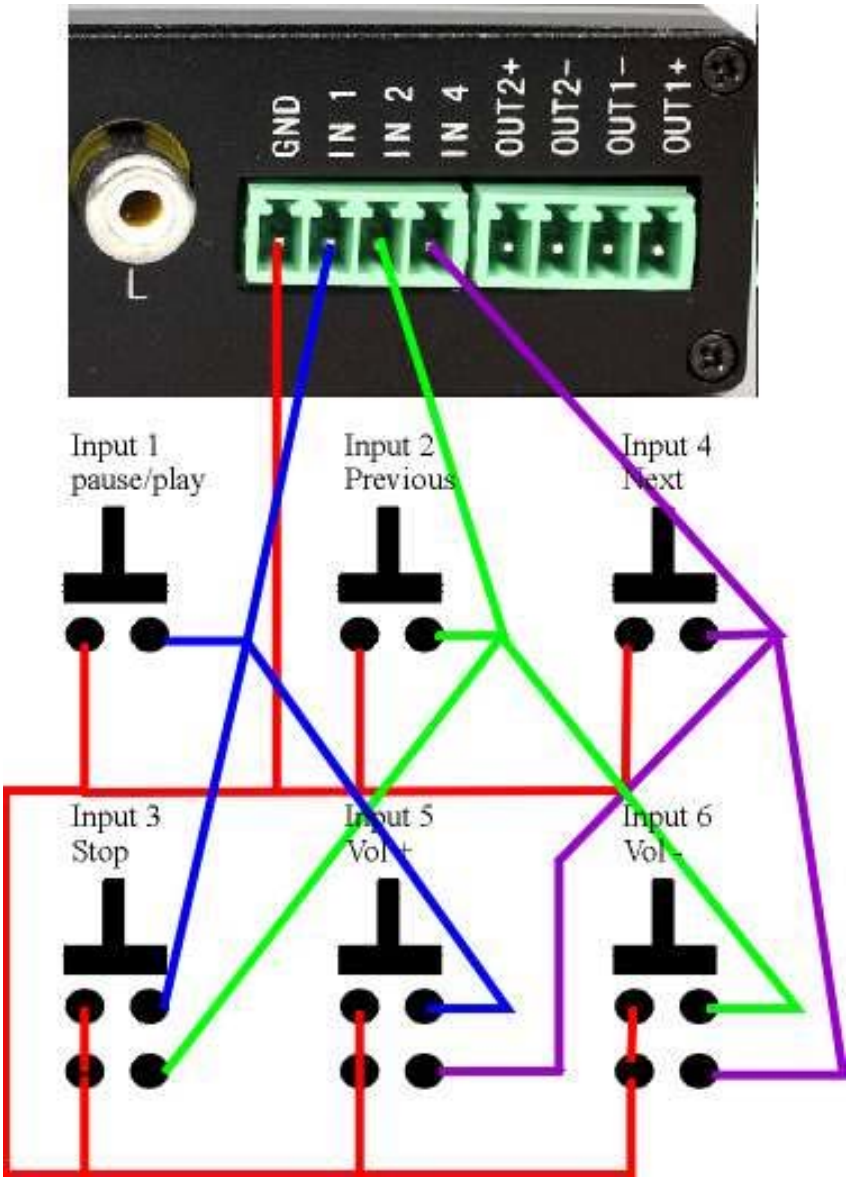
HOW to trigger an INPUT:
To trigger input 1,2 and 4 short it momentarily to ground.
To trigger input 3, short both 1 and 2 momentarily to ground.
To trigger input 5, short both 1 and 4 momentarily to ground.
To trigger input 6, short both 2 and 4 momentarily to ground.
The above single and 2 input combination (total 6 inputs) can be triggered directly using **the push button that is available from our web site.** The input can be expandable to 48 inputs using IN6 input board.
How to convert SR6 input into IR MODE (pause.prev,next):
<Use this mode if you want to use NEXT, PREV, PAUSE/PLAY, STOP and VOL+/- functions using push buttons through the SR6 built in digital input.>
SR6 INPUT using single pole push button and diode:
Note:
Use any small signal diode such as IN4148 etc.



SR6 has a total of 6 built in input. In this mode, these inputs operate as follows:

IN1 operates as PAUSE/PLAY.
IN2 operates as PREV (previous, lines 60-79 in playlist.txt).
IN4 operates as NEXT (next, lines 60 to 79 in playlist.txt only).
IN3 (IN1+IN2) operates as STOP.
IN5 (IN1+IN4) operates as VOL + (volume up).
IN6 (IN2+IN4) operates as VOL- (volume down).

SR6 in IR mode push button input definition:



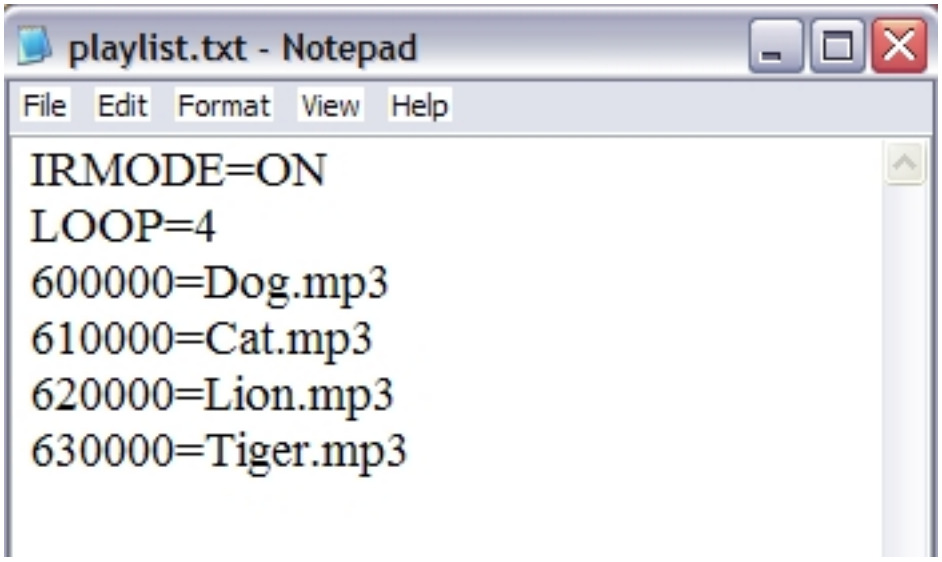
To enter IR mode, add this line into the playlist.txt file:
IRMODE=ON (all capital letters only)

In this IR mode, IN2 (previous input) and IN4 (next input) will only play lines 600000 to 990000 in the playl;ist.txt, total of 40 files.
If you want to cycle only 6 files, then add this statement in the playlist.txt:
LOOP=6 (all capital letters only).
This statement will cause the SR6 to play lines 600000 to 650000 using IN2 (prev) and IN4 (next).

Example:
You want to sequentially play 4 files using a single push button.
Here is the memory card content:
F:
Bird.mp3 (file in the root directory needed for Inputs)
playlist.txt (this is a text file)
Test:\ (note: this is a File folder)
Dog.mp3
Cat.mp3
Lion.mp3
Tiger.mp3

And here is the content of playlist.txt:
IRMODE=ON
LOOP=4
600000=Dog.mp3
610000=Cat.mp3
620000=Lion.mp3
630000=Tiger.mp3

Sample of playlist.txt:



Explanation:
After powering up, the SR6 will automatically loop Bird.mp3.
If input 4 (Next input) is triggered, Dog.mp3 will play because of this statement:
600000=Dog.mp3
After playing Dog.mp3, SR6 will return to home position and loop.
If input 4 is triggered again, Cat.mp3 will play because of this statement:
610000=Cat.mp3.
After playing Cat.mp3, SR6 will return to home position and loop.
After playing the last file Tiger.mp3, the SR6 will be ready to play Dog.mp3 again.

HAND HELD IR UNIT :
The Hand held IR unit is identical to a DVD remote control. It has functions similar to a DVD such as Forward, Rev, Step, Pause, Stop, A-B etc. The IR hand held unit can also be used to bring up the Main Menu. Use the arrow UP/Down and Left/Right keys to navigate the menu. From this main menu you can access and modify SR6 settings. From the main menu you can change various Audio setting, Audio/video setting and other preferences.
Please note that the play list will override this setting after powering up.
The Hand held IR unit can be used to trigger SR6 input. Use this to test your play list program.

Example:
To trigger SR6's input 1, press key 1.
To trigger SR6's input 2, press key 2.
To trigger SR6's input 16, press keys 1 and 6.

PLAYLIST:
playlist.txt: (do not use MAC to create this)
NOTE: name playlist.txt using lower case letters. Do not use capital letters.

This file is required only if you want to play video using push buttons.
The playlist.txt is a file that relates (lists) video files to certain inputs. The purpose of this playlist is to create "software input" so that each file can be associated with "an input". Create playlist.txt using any text editor such as Notepad, Wordpad etc.

If using NOTEPAD, save the file as follows:
Use your cursor and Go to FILE
Go to SAVE AS
Choose the location on your hard drive
In the File name column type lower case only: **playlist**

Important: DO NOT type playlist.txt, type playlist only
All letters in lower case only.
Save as type: Text Documents (*.txt)
Encoding: ANSI and save the file.

If using WORDPAD, save the file as follows:
Use your cursor and Go to FILE
Go to SAVE AS.
Choose the location on your hard drive
In the File name column type lower case only: **playlist**
Important: DO NOT type playlist.txt, type playlist only
All letters in lower case only. Save as type: Text Documents.

If using MSWORD, save the file as follows:
Use your cursor and Go to FILE
Go to SAVE AS
Choose the location on your hard drive
In the File name column type lower case only: **playlist**
Important: DO NOT type playlist.txt, type playlist only
All letters in lower case only.
Save as type: Text only (*.txt) and save the file.

INPUT DEFINITION in PLAYLIST.TXT:
Each input is define by using a six number system.

SIX NUMBER DEFINITION:
First and second numbers are for input.
Third number is not used.
Fourth number is for interrupt.
Fifth and sixth numbers are for what to do OR where to go after playing a file.

First and second numbers are for input.
Example:

010199=Dog.mp3	Input 1 plays dog.mp3.
020120=bird.mp3	Input 2 plays bird.mp3.
030198=Cat.mp3	Input 3 plays cat.mp3

Third number is NOT USED.

Fourth number is for interrupt.
Fourth number: if **0** play the file with **interrupt**
if **1** play the file **NO interrupt**.
Example:

010199= Dog.mp3	Play this file with NO interrupt.
020020=bird.mp3	Play this file with interrupt.
030198=Cat.mp3	Play this file with NO interrupt

Fifth and sixth numbers are for "what to do" OR "where to go" after playing a file.

Example:

010120=bird.mp3 (jump to an input after playing the file, in this case jump to input 20).

20 Fifth and Sixth number is for Jump to input OR one of the special functions below. In this case jump to Input20.

SPECIAL FUNCTIONS for fifth and sixth number.

Numbers: 00, 99 and 98

CODE 00, return to home position after playing a file

011000=cats.mp3

RETURN TO HOME POSITION after playing a file.

Fifth and Sixth number is NUMBER 00:

Number 00 is for Home position, eg. 0110**00**=cats.mp3.

After finish playing cats.mp3ob, go to home position (root).

CODE99, stop after playing and wait for another input.

011099=cats.mp3

STOP after playing a file and WAIT for Input.

Fifth and Sixth number is NUMBER 99:

Number 99 is for Stop after playing a file and wait for input. eg. 0110**99**=cats.mp3

Stop after playing cats.mp3 and wait for another input.

CODE98, Loop this file.

011098=cats.mp3

LOOP this file.

Fifth and Sixth number is NUMBER 98:

Number 98 is for Loop playing. eg. 0110**98**=cats.mp3

Loop file cats.mp3.

APPLICATION EXAMPLE:

Example 1:

F:

Cats.mp3 (file in the root directory needed for Inputs)

Playlist.txt (this is a text file)

TEST:\ (note: this is a File folder)

Bird.mp3

Cat.mp3

Lion.mp3

Tiger.mp3

And below is the content of the Playlist.txt:

PLAYLIST.TXT

010100=Bird.mp3 ……. Third number is 1, no intwerrupt.

020099=Cat.mp3 ……. Code 99, after playing wait for an input.

030098=Lion.mp3 …….. Code 98, loop this file.
040001=Tiger.mp3 …….. After play this file, jump to play 01

Explanation of example 1:

After powering up, the SR6 will loop Cats.mp3.
If input 1 is triggered, Bird.mp3 will play. While playing SR6 will ignore other inputs (NO INTERRUPT). After playing SR6 will return to root and loop Cat.mp3.
If input 2 is triggered, Cat.mp3 will play. After playing SR6 will wait for input.
If input 3 is triggered, Lion.mp3 will loop.
If input 4 is triggered, Tiger.mp3 will play. After finish playing, SR6 will automatically play Bird.mp3.

Example 2:

Special IR function using a single push button to play different files sequentially.

F:
Cats.mp3 (file in the root directory needed for Inputs)
Playlist.txt (this is a text file)
TEST:\ (note: this is a File folder)
Bird1.mp3
Bird 2.mp3
Bird 3.mp3
Bird 4.mp3
Bird5.mp3
Bird6.mp3

And below is the content of the Playlist.txt:

playlist.txt

IRMODE=YES …… Capital letters only, set SR6 to IR mode.
LOOP=6 ……. Set SR6 to play 6 files only.
600000=Bird1.mp3
610000=Bird2.mp3
620000=Bird3.mp3
630099=Bird4.mp3
640099= Bird5.mp3
650000= Bird6.mp3

Explanation of example 2:

After powering up, the SR6 will loop Cats.mp3.
SR6 will automatically enter IR mode because of this statement: IRMODE=ON.
It is also ready to play lines 60xxxx to 99xxxx in the playlist.
If input 4 (next) is triggered, Bird1.mp3 will play. After playing SR6 will return to home position and loop Cats.mp3.
If input 4 (next) is triggered again, Bird2.mp3 will play. After playing SR6 will return to home position and loop Cats.mp3 etc.
After playing Bird6.mp3, SR6 will recycle ready to play Bird1.mp3 again.

IN6 INPUT BOARD:
The IN6 input board does not require power supply. The 12 vdc power comes from the RS485 port. If you are using a single IN6 board, use the RJ12 cable to connect the IN side of the RS485 port of the IN6 board into the SR6's RS485 port.

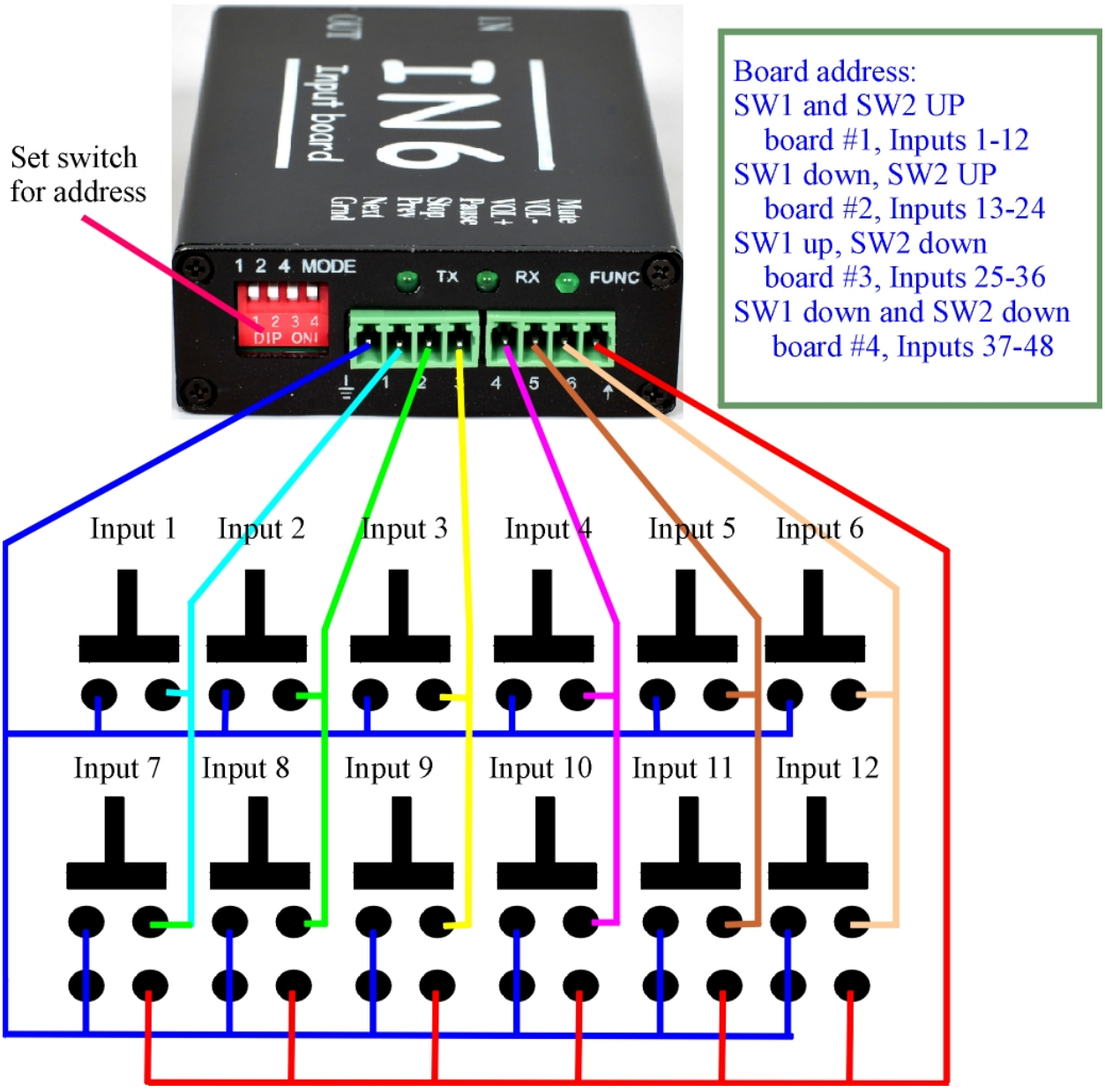
How to connect SR6 into IN6:

Reversed 6p, 6C RJ12 cable

Use RJ12 cable that comes with the IN6 unit. This RJ12 cable is a 6 pin, 6 conductor reversed cable.
Note: when an input is triggered, the green LED will blink rapidly.
Using the RJ12 cable, connect one end into the SR6 and the other end into the IN port of the IN6. To connect the second IN6 board, use the RJ12 to connect the OUT port of the first IN6 board into the IN port of the second IN6 board. Make sure to set the IN6 board address correctly. To connect the third IN6 board, use the RJ12 to connect the OUT port of the second IN6 board into the IN port of the third IN6 board. Make sure to set the IN6 board address correctly. Do the same for the fourth IN6 board.

IN6 BOARD ADDRESS:
Each board can be set for a board address 1,2,3 OR 4. The address is set using switch1 and 2 of the Dip Switch located at the rear of the IN6.
If SW1 and SW2 are OFF (Down position), the board address is 0.
The digital input of IN6 is 1 to 12.
If only SW1 is ON (Down position) board address is 1.
The digital input of IN6 is 13 to 24.
If only SW2 is ON (Down position) board address is 2.
The digital input of IN6 is 25 to 36.
If SW1 and SW2 are ON (all down) board address is 3.
The digital input of IN6 is 37 to 48.

HOW TO CONNECT PUSH BUTTONS INTO THE IN6 BOARD:



The input board has 1 ground terminal, 6 input terminals and 1 UP terminal. There are a total of 8 terminals. Facing the green terminals from left to right:.

The first terminal is GROUND.
IN1 is the **second terminal**. To trigger input #1, momentarily short IN1 to ground. Line 0100xx=xxx.mp3 in the playlist.txt will play.
IN2 is the **third terminal**. To trigger input #2, momentarily short IN2 to ground. Line 0200xx=xxx.mp3 in the playlist.txt will play.
IN3 is the **fourth terminal**. To trigger input #3, momentarily short IN3 to ground. Line 0300xx=xxx.mp3 in the playlist.txt will play.
IN4 is the **fifth terminal**. To trigger input #4, momentarily short IN4 to ground. Line 0400xx=xxx.mp3 in the playlist.txt will play.

IN5 is the **sixth terminal**. To trigger input #5, momentarily short IN5 to ground. Line 0500xx=xxx.mp3 in the playlist.txt will play.
IN6 is the **seventh terminal**. To trigger input #6, momentarily short IN6 to ground. Line 0600xx=xxx.mp3 in the playlist.txt will play.
The last terminal is UP. Use this input to trigger IN7 to IN12 as follows:
To trigger input #7, momentarily short IN1 and UP together to ground. 07 in the playlist.txt will play.
To trigger input #8, momentarily short IN2 and UP together to ground. 08 in the playlist.txt will play.
To trigger input #9, momentarily short IN3 and UP together to ground. 09 in the playlist.txt will play.
To trigger input #10, momentarily short IN4 and UP together to ground. 10 in the playlist.txt will play.
To trigger input #11, momentarily short IN5 and UP together to ground. 11 in the playlist.txt will play.
To trigger input #12, momentarily short IN6 and UP together to ground. 12 in the playlist.txt will play.

RS485 port:

The RS485 port is a bi-directional port. It uses RJ12 cable to communicate with the SR6.

RS485 Communication protocol:
The SR6 can play through the RS485 port. The setting is 9600 baud, 8 bit, N, 1 stop bit.
Using the RS485 port, you can control the playback from a PC or other micro controller, The RS485 command is #0:xx <enter or $>, where xx is the input in the **playlist.txt** OR IR command. End the command with $ (or <enter>).
Example:
To trigger 020099=Bird.mp3, the command is: #0:2$
To trigger 150000=lion.mp3, the command is: #0:15$
For IR function PAUSE, the command is #0:PAUSE$
For IR function STOP, the command is #0:STOP$
For IR function NEXT, the command is #0:NEXT$
The IR command is exactly as written on the IR remote keys.

SR6 MEMORY STORAGE:
The SR6 plays from Compact Flash card and a SD card. Maximum size is 8Gb.
To copy video files into the memory card, use a card reader and a PC only- not MAC. Copy (drag and drop) the files into the memory card
IMPORTANT: Do not use MAC to directly copy the files into the memory card. Mac files might have MAC Binary structure where each Mac file has a "data file" and a "resource file." The SR6 does not recognize and can not handle the resource file. This will cause the SR6 to operate erratically.

TYPE of MEMORY CARD:
Use any brand Compact Flash and SD cards Flash Drive. Maximum memory card size is 8Gb. The SR6 player reads memory card DOS (FAT32) format only, not NTSF. Do not format a new memory card. However if you have to format a used memory card, format it with DOS (FAT or FAT32) format only (not NTFS). Do not copy using MAC.

POWER REQUIREMENT:
The SR6 is supplied with a desktop switching power supply. The power supply operates from 120VAC to 240VAC at 50/60Hz. Power draw is 30 watt. The power supply is supplied with a Laptop style plug AC power cord that fits a standard North America power jack.

AUDIO file types:
xxx.mp3 (Std MP3 audio format):
The SR6 plays only standard **stereo mp3 audio format** at up to 320kbps.
xxx.wav (Std pcm16 wav audio format):
The SR6 plays only standard **stereo PCM 16 bit audio format** at up to 48Khz.
The file extension is xxx.wav.

VIDEO file types:
Note: SR6 is identical to a DVD player. Any xxx.vob video file that has been created for a DVD disk, can be played by SR6.

xxx.vob (VOB file from DVD, 16X9 format):
The SR6 plays std wide screen format (4X3) VOB files. It will also play wide screen format. (Anamorphic or Square Pixel).

xxx.mpg (Mpeg2):
The SR6 will play Mpeg2 video files at up to 9 Mbps. The bit rate is limited by the CF card transfer speed. It will decode wide screen format.

JPEG PICTURE File:
While looping a single Jpeg picture, the SR6 will display the picture continuously without any black screen in between. When playing a series of jpeg pictures, the SR6 will go into a slide mode. Use the IR remote to access the onscreen menu and adjust the slide mode.

MONITOR TYPES:
PC Monitor with VGA input
The SR6 has VGA out for direct connection into a std VGA monitor. Connect the RCA Audio out of the SR6 into the RCA audio in of the monitor.

LCD Monitor with composite (CVBS) Video input
The SR6 has composite (CVBS) video out for direct connection into a std LCD monitor. Connect the Yellow RCA the RCA (Video) input of the monitor. Connect the RCA Audio out of the SR6 into the RCA Audio in of the monitor.

HOW TO LOOP AUDIO/VIDEO AFTER POWERING UP:
If you are not using push button and want to loop the audio/video automatically after powering up, copy the audio/video file(s) directly into the CF card. After powering up the SR6 will automatically loop the audio/video files.

HOW TO PLAY AUDIO/VIDEO USING SR6 INPUT:
To play audio/video using the input (push button), you have to create a text file playlist.txt and one file folder and also have a file in the root directory. The name of the file folder does not matter. Inside the file folder copy the audio/video files that you want to play using the SR6 input.
After powering up the SR6 will only loop the files that are located in the root directory only. The files inside the file folder can be triggered using the input OR IN6.

HOW TO NAME A FILE FOLDER AND TO NAME THE AUDIO/VIDEO FILE:

USE simple letters only and DO NOT use any space in the file name. **The SR6 will not play if a file has a space in its name.**

Example:

Big Bird.ts. This file will not play because of the space between Big and Bird. To play, change it to Big_Bird.ts (no space).

Bad dog.ts. This file will not play (space between Bad and Dog).

Bad_dog.ts. This file will play (no space in it's name).

The file folder name does not matter since the SR6 will recognize it as a file folder. However it is a good idea to name it using 8 characters or less. Copy the audio/video files that you want to play using the SR6 digital input into this folder. You do not have to re-name the audio/video files. **DO NOT USE MAC.**

How to play SLIDESHOW:

When playing a group of Jpeg pictures, you can adjust the slide show effect and also the timing as follows:

The slide show has 2 settings:

Slide show effect and Slide show timing.

Slide show effect:

To see the slide show effect, do the following:

WHILE PLAYING a JPEG file:

press RESUME key (under the VOL- key on the remote control) to see the different slideshow effect. Select the desired slide effect and enter it in the playlist.txt. There are a total of 13 slide show effects.

Here is an example of playlist.txt:

SLIDESHOW=13

SLIDETIME=10

010000=birds.vob

SLIDESHOW=xx where xx is the selected slide show effect.

Slide show selection is from 1 to 13.

Note for selection 13:

Selection 13 is for RANDOM effect.

If there is NO SLIDESHOW=XX statement in playlist.txt, the SR6 will use slideshow effect selection NONE.

Slide show timing:

To enable the time add this statement in playlist.txt:

SLIDETIME=tt where tt is time in seconds.

"tt" timing is from 2 seconds to 59 seconds.

Example: SLIDETIME=5 means slide show timing is 5 seconds.

TIME of the slideshow is the length of time the Jpeg file is shown on screen. Time is in second.

Here is an example of playlist.txt:
SLIDESHOW=13
SLIDETIME=10
010000=birds.vob
Explanation:
After powering up, the SR6 will play the jpeg files using RANDOM effect (slideshow 13).
The time between picture is 10 seconds.

SR6 Technical specification:
AUDIO FORMAT:
MP3 audio , stereo only.
Wav audio, stereo only

BIT RATE:
MP3 Maximum audio bit rate is 329kbps.
Wav PCM16bit, maximum bir rate is 48Khz

VIDEO FORMAT:
Video format is:
- DVD – XXX.VOB video files
- MPG - Mpeg2 Programmed video files.
- JPEG – JPG still pictures

BIT RATE:
Maximum video bit rate is 9 Mbps.

VIDEO TYPE:
Std Pixel (4X3) and Wide Screen (16X9).

VIDEO OUTPUT:
VGA – 640 X480, Std HD15 connector on board.
CVBS(Composite) – 720 X480/576, Std RCA connector.

MEMORY CARD:
Any brand Compact flash card and SD card Flash drive. Maximum size is 8 Gigabyte.

AUDIO OUTPUT:
Audio line out is 2 V p/p stereo (adjustable) on 2 RCA jacks.

SPEAKER OUT:
14 Watt nominal, stereo at 8 0hm. Output is available on 4 screw on green terminals.

VOLUME CONTROL:
Manual volume control knob.

DIGITAL INPUT:
3 digital inputs are in binary mode. To activate input 1,2 and 4 short it momentarily to ground.
To activate other input, short 2 or more inputs to ground.
SERIAL INPUT/OUTPUT:
Serial port is RS485 bi-directional for connection to optional IN6 input board and RL4 relay output board. You can connect up to 4 IN6 board and up to 4 RL4 board.

ENCLOSURE SR6:
Aluminum enclosure (desktop), 6" W X 4.25" D X 1.1" H.
Weight is approximately 1.3 lbs.
UPS/Fedex shipping weight with Power Supply & cord is 3 lbs.

Power supply SR6:
120 – 240VAC Universal switching power supply complete with a detachable PC style power cord.
Power output is 12VDC, 30 watt. When using custom power supply, maximum power input is 12.5VDC. Use switching power supply only.
Please consult us before using any custom power supply.

For technical support contact:

Akman Inc
Tel: (407) 948 0562
Fax: (321) 459 1086
Email: akmaninc@yahoo.com
http://www.akman.com

Warranty

1. THIRTY DAY MONEY BACK GUARANTEE

If for any reason you are not satisfied with the performance of our product, you may return it for a full refund, minus shipping, credit card and restocking charges not to exceed 15% of the purchase price. This warranty is valid for 30 days after the date of delivery. Units must be returned in undamaged and unmodified condition.

2. ONE YEAR LIMITED WARRANTY

For a period of one year from the date of delivery, Akman Incorporated warrants that our product shall be free from defects in materials and workmanship under normal use and service. Akman Incorporated
obligations under this warranty shall be limited to repairing or replacing the defective part. Buyer may return it only after permission has been obtained from Akman Incorporated. Buyer will pay all freight charges. This limited warranty does not cover loss or damages occurring in shipment to or from buyer, improper installation, modification, misuse, or any other cause other than ordinary commercial or industrial application. Akman Incorporated liability shall not exceed the price of the individual unit that is the basis of the claim. In no event shall Akman Incorporated be liable for any loss of profits, loss of use of facilities, of equipment, or other indirect, incidental, or consequential damages.

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